IN THE SPECIFICATION

Please amend the paragraph beginning at page 12, line 1, as follows:

Graphics controller 62 is coupled to a graphics memory 64 which provides data storage therefor. A pointer interface 68 is provided [[to]] that may be coupled to a pointing device 22, such as a serial mouse. A bus interface 70 is provided for coupling and communicating with control area network 30. A flash memory 72, random access memory (RAM) 74, and a power supply/peripheral systems 76 are also included in display interface 12.

Please amend the paragraph beginning at page 12, line 8, as follows:

In operation, output pixel selection by graphics arbitrator 46 is performed by examining the color of each pixel arriving from graphics controller 62. Three predetermined colors have been selected as keys or indicators for the three slots[[~]]. If a pixel is one of the three predetermined colors, then the pixel from the corresponding slot is selected as the output. If the pixel is of any other color, the graphics controller video graphics is chosen as the output source for that pixel. Therefore, graphics arbitrator examines the color of each pixel as it arrives from graphics controller 62. If the color of a given pixel is not one of the key colors, then the pixel is passed to video digital-to-analog converter 66 unchanged. If the pixel color is one of the key colors, then the pixel coming from the selected slot is passed to the output.

Please amend the paragraph beginning at page 13, line 20, as follows:

When the properties action is selected from button pull-down menu 102, an exemplary screen of a button property editing page 110 according to the teachings of the present invention is shown in FIGURE 6. A video window is a [[•]]type of button used to display a video feed from a graphics source. Video window buttons can be moved, resized and customized. Button property editing page 110 includes a border button 112, for setting the button border. The button border property may include any number of ways to display or represent the border of the button, such as no border, single line, double line, triple line, single rounded, double rounded, single raised, double raised, 3D rectangle, 3D round, single diamond, etc. A button 114 is further provided in page 110 to set the channel code. The channel code allows a button to be associated with a specific function. A device (DEV) code is an identifier assigned to control devices coupled to master controller 28 via control area network 30 (FIGURE 1)[[ ]]. The CHAN designation on button 114 is the button channel assignment. Each device may have one or more channels. The next button, VAR TEXT 116, sets the variable text code for the channel and device assignments. The button type is set by the next field 118. Buttons may be of the following exemplary types: general, joystick, vertical bar graph, horizontal bar graph, keypad, keyboard, video window, etc. Button option 120 provides the user the ability to supply additional setup information about the button. For example, a video window button option would prompt the user to supply the slot number of the graphics source. Display interface then automatically detects the signal type of the graphics source connected to the given slot and ~~set~~ sets the video attributes accordingly. The user may be given the opportunity to fine tune and optimize the VGA or RGB picture quality of the video window. Flip type button 122 is used to specify a page flip type and the next button 124 is used specify the page to flip to. For example, if the user specifies "Flip Standard" and "Main Page", then when the present button is pushed, a page named "Main Page" is displayed. The next button, string 126, allows the user to specify a string associated with the button to be displayed.